

**CLAIMS:**

What is claimed is:

1. A method of conducting a wagering game on a gaming machine, comprising:
  - making a first wager to initiate play of the wagering game;
  - 5 randomly selecting a first plurality of symbols to form a first array;
  - displaying the first array;
  - determining if the first array has a first winning outcome;
  - randomly selecting a second plurality of symbols;
  - adding the second plurality of symbols to the first array to form a second array;
  - 10 displaying the second array;
  - determining if the second array has a second winning outcome; and
  - making an award for any winning outcome.
2. A method of conducting a wagering game as described in claim 1, wherein the  
15 second array is the first array with an additional column, the additional column  
formed by the second plurality of symbols.
3. A method of conducting a wagering game as described in claim 1, wherein the  
20 second array is the first array with an additional row, the additional row  
formed from the second plurality of symbols.
4. A method of conducting a wagering game as described in claim 1, wherein the  
25 second array is the first array with an additional row and an additional column,  
the second plurality of symbols forming the additional row and additional  
column.
5. A method of conducting a wagering game as described in claim 1, further  
including making a second wager to receive the second array.
- 30 6. A method of conducting a wagering game as described in claim 1, further  
including receiving a start-bonus outcome in the first array to receive the  
second array.

7. A method of conducting a wagering game as described in claim 1, further including using a first pay table to determine the award for the first winning outcome and a second pay table to determine the award for the second winning outcome.

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8. A method of conducting a wagering game as described in claim 1, further including using a first probability table to randomly determine the first plurality of symbols and a second probability table to determine the second plurality of symbols.

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9. A method of conducting a wagering game as described in claim 1, further including a first set of pay lines associated with the first array and a second set of pay lines associated with the second array.

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10. A method of conducting a wagering game as described in claim 1, further including receiving a first winning outcome in the first array to receive the second array.

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11. A method of conducting a wagering game as described in claim 2, wherein the player selects the position of the additional column added to the first array.

12. A method of conducting a wagering game as described in claim 3, wherein the player selects the position of the additional row added to the first array.

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13. A method of conducting a wagering game as described in claim 2, wherein the position of the additional column added to the first array is determined randomly.

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14. A method of conducting a wagering game as described in claim 3, wherein the position of the additional row is determined randomly.

15. A method of conducting a wagering game on a gaming machine, comprising:  
making a first wager to initiate play of the wagering game;  
randomly selecting a first plurality of symbols to form a first array;  
displaying the first array;  
5 determining if the first array has a first winning pay line;  
randomly selecting a second plurality of symbols;  
adding the second plurality of symbols to the first array to form a second array;  
displaying the second array;  
determining if the second array has a second winning pay line; and  
10 awarding a player for any winning pay line.
16. A method of conducting a wagering game as described in claim 15, wherein the second array is the first array with an additional column, the additional column formed from the second plurality of symbols.  
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17. A method of conducting a wagering game as described in claim 15, wherein the second array is the first array with an additional row, the additional row formed from the second plurality of symbols.
- 20 18. A method of conducting a wagering game as described in claim 15, wherein the second array has an additional row of symbols and an additional column of symbols added to the first array.
19. A method of conducting a wagering game as described in claim 15, further  
25 including making a second wager to display the second array.
20. A method of conducting a wagering game as described in claim 15, further including receiving a start-bonus outcome in the first array to display the second array.  
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21. A method conducting a wagering game as described in claim 15, further including using a first pay table to determine the award for the first winning

pay line and using a second pay table to determine the award for the second winning pay line.

22. A method of conducting a wagering game as described in claim 15, further including using a first probability table to randomly determine the first plurality of symbols and a second probability table to randomly determine a second plurality of symbols.
- 5 23. A method of conducting a wagering game as described in claim 15, further including a first set of pay lines associated with the first array and a different second set of pay lines associated with the second array.
- 10 24. A method of conducting a wagering game as described in claim 15, further including receiving a first winning pay line in the first array to display the second array.
- 15 25. A method of conducting a wagering game as described in claim 16, wherein the player selects the position of the additional column added to the first array.
- 20 26. A method of conducting a wagering game as described in claim 17, wherein the player selects the position of the additional row added to the first array.
27. A method of conducting a wagering game as described in claim 16, wherein the position of the additional column is determined randomly.
- 25 28. A method of conducting a wagering game as described in claim 17, wherein the position of the additional row added to the first array is determined randomly.
- 30 29. A method of conducting a wagering game on a gaming machine, comprising: receiving a wager to initiate play of the wagering game; randomly selecting a plurality of symbols to form a first array; displaying the first array;

determining a value for a winning pay line in the first array;  
randomly selecting a plurality of modifier symbols;  
adding the plurality of modifier symbols to the first array to form a second array;

5       displaying the second array;  
associating the winning pay line with one of the plurality of modifier symbols;  
modifying the value of the winning pay line with the modifier symbol associated with the winning pay line to determine an award; and  
making the award to the player.

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30. A method of conducting a wagering game as described in claim 29, wherein the modifier symbol represents a mathematical function applied to the determined value.

15    31. A method of conducting a wagering game as described in claim 29, further including receiving a start-bonus outcome in the first array to add the modifier symbols to the first array to form the second array.

32. A method of conducting a wagering game on a gaming machine, comprising:  
20       receiving a wager to initiate play of the wagering game;  
randomly selecting a plurality of symbols to form a first array;  
displaying the first array;  
determining if the first array has a first winning outcome;  
randomly selecting a plurality of modifier symbols;

25       adding the modifier symbols to the first array to form a second array;  
associating each of the pay lines with one of the modifier symbols;  
displaying the second array;  
modifying the symbols on each pay line in accordance with its associated modifier symbol to form a modified array;

30       determining if the modified array has a second winning outcome; and  
making an award for any winning outcome.

33. A method of conducting a wagering game as described in claim 32, wherein the modifier symbol functions to change symbols on the first winning pay line in the first array to form a modified array.
- 5 34. A method of conducting a wagering game as described in claim 32, further including receiving a start-bonus outcome to initiate adding the modifier symbols to the first array to form the second array.
- 10 35. A method of conducting a wagering game on a gaming machine, comprising: receiving a wager to initiate play of the wagering game; randomly selecting a plurality of symbols to form a first array; displaying the first array; making a first award for a first winning pay line in the first array; randomly selecting a plurality of modifier symbols; 15 adding the modifier symbols to the first array to form a second array; associating the first winning pay line with one of the plurality of modifier symbols; displaying the second array; modifying the symbols on the first winning pay line in accordance with its 20 associated modifier symbol to form a modified array; and making a second award for a second winning pay line in the modified array.
36. A method of conducting a wagering game as described in claim 35, further including receiving a start-bonus outcome to initiate adding the modifier symbols to the first array to form the second array.
- 25 37. A method of conducting a wagering game on a gaming machine, comprising: making a first wager to initiate play of the wagering game; randomly selecting a first plurality of symbols to form a first array; 30 displaying the first array; determining if the first array has a first winning outcome; randomly selecting a second plurality of symbols; adding the second plurality of symbols to the first array to form a second array;

displaying the second array;  
determining if the second array has a second winning outcome;  
randomly selecting a third plurality of symbols;  
adding the third plurality of symbols to the second array to form a third array;  
5 displaying the third array;  
determining if the third array has a third winning outcome; and  
making an award for any winning outcome.

38. A method of conducting a wagering game on a gaming machine, comprising:  
10 making a first wager to initiate play of the wagering game;  
randomly selecting a first plurality of symbols to form a first array;  
displaying the first array;  
determining if the first array has a first winning pay line;  
randomly selecting a second plurality of symbols;  
15 adding the second plurality of symbols to the first array to form a second array;  
displaying the second array;  
determining if the second array has a second winning pay line;  
randomly selecting a third plurality of symbols;  
adding the third plurality of symbols to the second array to form a third array;  
20 displaying the third array;  
determining if the third array has a third winning pay line; and  
awarding a player for any winning pay line.

39. A method of conducting a wagering game on a gaming machine, comprising:  
25 making a wager to initiate play of the wagering game;  
randomly selecting a first plurality of symbols to form a first array;  
displaying the first array;  
randomly selecting a second plurality of symbols;  
adding the second plurality of symbols to the first array to form a second array;  
30 displaying the second array; and  
making an award for any winning outcome.

40. A method of conducting a wagering game on a gaming machine, comprising:  
providing an array of symbol positions for accommodating respective symbols;  
and  
expanding the array to include additional symbol positions for accommodating  
respective additional symbols.  
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